

2008 Cobb Classic  
Tournament Rules  
(Revised 1/23/2008)

Check-In and Headquarters

All managers or coaches must check in at the Tournament Headquarters, **The Marietta Conference and Convention Center, 500 Powder Springs Street, Marietta GA, 30064 (Tel 770-427-2500)** on Friday, February 15<sup>th</sup>. Check in will take place between 10:00 a.m. - 2:00 p.m. and 6:00 pm – 10:00 pm. Notification of any final roster changes should be made at this time. Out-of-state teams must submit Permission to Travel forms. Team Medical Release Forms and the Player Release Form signed by all parents must be presented and verified. After the player passes have been checked, teams shall receive their tournament packets, which will include revised tournament schedules when applicable, game cards, etc.

Coaches must check in with the field marshal at least 15 minutes prior to a match. At the completion of the match, coaches should verify the score with the referee.

Eligibility

All players are to be born by August 1 in the year of their age group classification or in a later year. No player shall play for more than one team during the tournament. Teams must be properly registered and in good standing with their state association, and each player must have a current player pass unless written exception has been granted by the tournament director. All players must be properly registered with the team on which they are playing; except for guest players (a maximum of three will be allowed) who have been granted permission by the tournament. All USYSA state rosters for each team and Permission to Travel forms will be checked at registration, prior to tournament play.

Tournament Match Laws

Except as otherwise provided herein, the FIFA "Laws of the Game" shall apply to all tournament matches.

Ball

If a tournament ball is not available, the home team will provide the ball. The U-10, U-11, and U-12 age groups shall use a size 4 ball. The U-13, U-14 & U-15 age groups shall use a size 5 ball.

Player Equipment

- Shinguards are mandatory.
- All players except the goalkeeper must have uniform with individual numbers on the shirt.
- If the jersey color is similar or identical, the designated home team shall change jerseys.
- No casts of any kind.
- No jewelry or watches are to be worn.
- No article which the referee deems dangerous or harmful in any way is to be worn.

Players and Substitutions

The maximum roster size is 18 for teams playing 11v11, U-12 through U-15 age groups, and 14 for the U-10, U-11, & U12' s. Teams are permitted unlimited substitutions during the following times: 1) possession throw-ins, 2) goal kicks for either team, 3) following a goal, 4) injured players, 5) cautioned players, and 6) between periods. All players entering and leaving the field of play must do so at midfield nearest the designated team bench area.

Designated Team and Spectator Areas

Each team will have a designated area for their players and coaches on the same side as the other team. Parents and spectators must remain on the opposite side of the field until the conclusion of the match. The designated team area shall extend from midfield to 25 yards beyond. All coaches should make every effort to remain within this area during the match. Players and spectators must clear the field at the conclusion of their match to allow the next teams' adequate time to prepare for their match.

Referee

The referee shall make sure all players' equipment has been checked prior to each match. The score of each match and names of cautioned and ejected players must be reported to the field marshal by the referee immediately after the match. At this time, the referee will complete a game card for every match and submit it to the field marshal.

### Assistant Referees

These officials shall assist the referee with field and player inspections prior to each match. Each team is required to provide a club assistant referee if needed.

### Playing Format

U-10 will play 6v6; U-11 will play 8v8; U-12 will play either 8v8 or 11v11 (depending on preference announced at pre-registration), and all U-13, U-14 and U-15 will play 11v11.

### Match Duration

The duration of the preliminary group and semifinal matches will be:

- U-10 through U-12: 2 x 30 minutes
- U-13 through U-15: 2 x 35 minutes

The duration of finals matches will be:

- U-10 through U-12: 2 x 30 minutes
- U-13 through U-15: 2 x 35 minutes

Ties will stand (no overtime) for round-robin group matches. Should a semifinal or final match end in a tie, teams will be given a five minute rest and then will play a 10 minute overtime period. If the game is still tied at the expiration of overtime, the teams will proceed with penalty kicks after a five minute rest. If the scores are tied after five attempts, sudden-death penalty kicks will take place. Only players on the field at the end of overtime will be eligible for the shoot-out.

### Awards

Champion and Finalist awards will be awarded to players in all groups that play a final against an opposing group. Champion and Finalist awards will be awarded for groups of five teams that play four round-robin games and will be awarded on the basis of points after all matches are complete.

### Fouls and Misconduct

Any player ejected from a match will not be able to participate in his/her team's next match. Ejection for fighting may result in the player not being allowed to participate in any remaining matches for his/her team. Any coach ejected from a match will not be allowed to preside as coach at his/her team's next match. If a player has accumulated three cautions, he/she will be suspended from play for the next match. Each coach is responsible for the conduct of his/her team's parents and spectators.

### Division Standings

The division standings will be determined as follows:

- Win 3 points
- Tie 1 point
- Loss 0 points

If at the end of the preliminary group matches a tie in the standings exists, the following criteria shall be used to determine the group winner: 1) head-to-head competition; 2) goal differential plus or minus 3; 3) least amount of goals allowed; or 4) penalty kicks to take place immediately prior to the finals or at an earlier time if coordinated with the Tournament Director through the field marshal. If more than two teams are tied, criteria 1 will not be used.

### Forfeits

A forfeit shall be awarded if a team is not present and prepared to play within 10 minutes of its scheduled match time. A 15-minute grace period shall be given for play-off matches only. A team that forfeits any match will lose all opportunities to advance to the finals. Each team playing 11v11 will need a minimum of seven players for a game to commence. Teams playing 8v8 will need a minimum of 6 players for a game to commence. Teams playing 6v6 will need a minimum of 4 players for a game to commence. Players arriving late must check in with the tournament officials prior to entering the field.

### Inclement Weather

Regardless of weather conditions, coaches and their teams should appear on the field of play and be ready to play as

scheduled. Failure to appear at the match site will result in forfeiture of the match. Only referees, Venue Managers, and the Directors of Coaching can postpone a match. The Venue Managers and the Directors of Coaching have the power to cancel a match. Should a match's progress be terminated due to weather conditions after one half has been completed, the match will be considered "official", and the score at the time will stand. Referees or Venue Managers should not consider beginning or continuing matches if there is lightning. If a championship match cannot be played because of poor weather conditions, points accumulated in previous matches or penalty kicks may be chosen (at the discretion of the Directors of Coaching and Referees) to determine the division winner.

#### Match Termination

A match is considered "official" if one half has been completed. However, should a match be terminated for any reason other than inclement weather or poor field conditions, the Director of Coaching for the group will review the referee's report and any other information available in order to render a decision.

#### Problems or Questions

If questions or problems arise, first check with the field marshal. The site coordinator should then be contacted for further assistance. The Tournament Director may be contacted at headquarters. Each coach must leave a name, place of lodging with room number, or a local number at the registration table during check-in. This will facilitate contacting coaches in emergency circumstances.

#### Protests

No protests will be considered.